

Docket No. AUS920000757US1

ABSTRACT OF THE DISCLOSURE

**5 METHOD AND APPARATUS FOR MANAGING TEXTURE MEMORY IN A
 DATA PROCESSING SYSTEM**

10 A method, apparatus, and computer implemented
instructions for managing a set of memory resources used
to store texture objects in a data processing system. A
texture manager allocates memory to a current texture
object in a set of memory resources. A stored texture
object, handled by the texture manager, is selectively
15 removed in response to an inability to allocate
sufficient memory to the current texture object. The
allocating and selectively removing steps are repeated
until the current texture object is allocated sufficient
memory. The repeating step is halted in response to an
20 absence of any stored texture objects, handled by a
texture manager, being present in the first memory
resource. Stored texture objects, handled by another
texture manager, are selectively removed in response to
an inability to allocate sufficient memory to the current
25 texture object. Memory is allocated in the set of memory
resources to the current texture object in response to
selectively removing stored texture objects.